

CL-5

TAITO
TAITRONICS



SPEED RACE



SPEED RACE CL-5

■Loads of action with accent on dependability

Taking full advantage of our 25 years in the amusement business, Taito introduces another fantastic video game. This time it's SPEED RACE CL-5, a color monitor, upright version of the very successful SPEED RACE DLX. SPEED RACE CL-5 offers the players the thrill of a high-speed car race and the operators trouble-free operations and strong earning power for which Taito is well known the world over.

SPEED RACE CL-5 has so many features it's hard to say which one is most outstanding. Simulated dashboard with a real tachometer, easy-to-control steering wheel... a combination of these features and the excellent sound effects gives the players the excitement and sensation of real race competition. But that's not all. There's a simulated "oil slick" that requires a steady hand and expert concentration, and the roadway whose width changes from wide to narrow to wide again.

SPEED RACE CL-5 is built to offer maximum fun and top performance.

■Play for action

The player can control his car (red) with the steering wheel and the accelerator. It's best to start in low gear for faster acceleration. The more pressure applied to the foot pedal, the faster the speed. But be careful! The roadway becomes wider or narrower, making it extremely difficult to pass rival cars springing side by side. When the player turns the steering wheel while speeding through the slip zone (appears as white), the car will skid sideways, requiring a sensitive grip on the steering wheel to avoid crashing against the guard rail or with other racing cars. The slip zone appears when the score reaches 800, 1,800 and 2,800 points.

■Scoring for top racer

The score is displayed on the left side of the front panel. The faster the speed, the higher the score registered. To register a high score, the player must keep his car constantly at high speed while avoiding a crash with other cars. But it isn't that easy to evade the rival racing cars which randomly appear on the screen at high speeds. When the score totals 3,000 points or higher at the game end, the player is greeted with a "fantasy." The highest score of the day is displayed on the left side of the front panel for every one to challenge.

■Bonus play time

Extended play time is awarded when the score reaches 2,000, 4,000, and 6,000 points. The remaining play time is displayed on the panel on the left side below the score display.

■Operator-oriented merits

- Play time is adjustable within the 60-90 second range.
- Solid-state TTL circuits ensure excellent durability and trouble-free operation over an extended period, sharply reducing maintenance cost while greatly extending machine operating hours for higher profitability.
- 20" color TV monitor

■Specifications

Power supply	AC 90V, 100V, 110V, 220V, or 240V, voltage adjustable
Power consumption	280W
Dimensions	24" (W) x 35" (D) x 68" (H)



Manufactured by

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